



Tuesday Morning Quarterback



Before You Start

TUESDAY MORNING QUARTERBACK is easy to learn, endlessly challenging, always new, and almost as much fun to watch as it is to play. *But* you won't get to the opening kickoff if you don't load the game properly.

Absolutely the first thing to do before trying to play is to locate the separate Special Instruction Sheet for your particular computer version and *read it carefully*. (If your game box did not include one, run—do not walk—back to your dealer or contact us directly to get one. You cannot get anywhere without that sheet.) If, *after* reading the Special Instruction Sheet and this rule book, you have a problem with your game, our Customer Service Department will be glad to help you straighten it out.

Inside, this rule book is divided into three sections.

The first, *AN INTRODUCTION TO FOOTBALL*, is a concise summary of the basic facts of the real game on which TMQ is modeled. If you're already an avid football fan, you can skip these few pages. If you're new to the gridiron, it will give you a fighting start—and make watching TV games a lot easier.

The second is the heart of the book, the rules of the game. TMQ does not take long to learn, but, aside from explaining the mechanics of kicking and play-calling, this portion discusses the plays and defenses (*CALLING THE PLAYS*) and analyzes the teams (*THE TEAMS*). It even shows you how to make changes to the 28 regular team rosters or create your own all-star squads, so that TMQ need never grow out of date (*TEAM ROSTERS*).

Finally, we have included a Glossary of football terminology—everything from *Accept (the Penalty)* to *Zone Defense*. You don't need to read it to play **TUESDAY MORNING QUARTERBACK**, but it should give you a chuckle or two and may come in handy on Sunday afternoons or Monday nights.

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An Introduction to Football

Object

The primary object in a football game is to outscore the opposing team. The secondary object is to score touchdowns while preventing the other team from doing so, since this is the easiest way of accomplishing the first objective. The tertiary object is to advance the ball at least 10 yards in four tries/plays/downs; “making a first down,” as this is called, is necessary to keep possession of the ball and, subsequently, to score touchdowns.

Procedure

Each turn or play is called a “down” because it ends with the ball or the person carrying the ball (the “ball carrier”) *down* on the ground. The team with the ball is allowed four plays to advance the ball—either by carrying it or throwing (“passing”) and catching it—at least 10 yards. If they succeed, they get *another* four downs. (They have “made a first down.”) If they fail, the other team gets the ball at that point. As a preventive measure, most teams that fail to make a first down in three tries “punt” (kick the ball downfield, making the other team go much farther to score) on fourth down.

At the beginning of each down, the two teams line up across from each other, separated by an invisible line—the “line of scrimmage”—that runs through the football as it sits on the ground, parallel to the yard lines and perpendicular to the long dimension of the field. (See *The Playing Field*.) When the center (the offensive player who puts his hands on the ball) “snaps” the ball (hands it to the quarterback, standing behind him), everyone is allowed to cross the line. The offensive and defensive teams can line up in any number of formations, some of which are illustrated in the diagrams throughout the rule book.

Once the play begins, the general object of the defensive players is to “tackle” (bring down to the ground) the ball carrier. Offensive players who do not actually have the ball generally attempt to “block” the defensive players—that is, to push or otherwise hinder them from tackling the ball carrier.

Scoring

When one team carries the ball across the other team's goal line into the "end zone," a touchdown is scored. The scoring team gets six points and a chance to try an "extra point" or "conversion"—kicking the ball "between the uprights" (through the goal posts)—which, if successful, gives them another point.

If a team fails to make a touchdown but does succeed in getting reasonably close to the other side's goal line, they may try for a sort of consolation prize: the "field goal." This kick is much like the "extra point" except that it takes place instead of—rather than after—a touchdown and scores three points.

Aside from taking the ball away, the only way the defensive team (the side without the ball) can score directly is via a "safety." If a player is tackled behind his own goal line (in *his* end zone), the defensive team scores two points for the safety.

The Playing Field

The game is played on a field a hundred yards long and a bit less than half that wide. Although in practice it may include dirt, mud, or snow, the surface is theoretically grass or an artificial substitute called by various brand names and claimed by some—*not* including players—to resemble the real thing. The side boundaries are called sidelines, the end boundaries goal lines. Beyond each goal line is an additional area 10 yards deep—the end zone—which is for most purposes a part of the legal playing area. The back boundary of each end zone is the end line.

To aid in judging distances, the field is marked off at five-yard intervals. These "yard lines" are numbered from each goal line; thus the 50-yard line is the exact center of the field, and the lines ten yards on either side of it are *both* "40-yard lines."

Centered along the back edge (the end line) of each end zone is a "set" of goal posts; once resembling the letter H, they now are shaped more like a squared-off Y. The goal posts are of importance only when scoring kicks (field goals or extra points) are involved.

Time/Duration

Football is played in four 15-minute quarters. At the end of the first and third quarters, the two teams exchange goal lines and directions, while keeping their relative positions intact. That is, the offense still has the ball and the same distance to go to score a touchdown. At the end of the second quarter, there is a 15-minute break called half time. Aside from allowing the players to rest, this serves as an excuse for "entertainment" by various marching bands.

(Evidently someone concluded the audience would leave at half time if they were not entertained; since they aren't, and don't, the reason for perpetuating this antiquated and silly custom must remain one of the great mysteries of modern times.)

If the score is tied at the end of four quarters ("regulation time"), an "overtime" period (a maximum of another 15 minutes) is played until one team scores.

As football widows are all too well aware, fifteen minutes of "game time" does not equal fifteen minutes in the real world. This is primarily because the "game clock" is stopped for time outs, plays that go out of bounds, and incomplete passes. What keeps the game moving is the fact that, once everyone has unpiled from the previous play and the referee has given the go-ahead, the offense has only 30 seconds to begin a new play.

Teams & Positions

Football is generally said to be played by two teams of eleven men each. Actually, there are many more people on the total team, or squad, but only eleven may play at a time. Unlike soccer or baseball, substitutes may enter and exit the game freely before every play. In fact, in modern, "two-platoon" football, the offense, or offensive team (who play when their side has the ball), is entirely different from the defense, or defensive team (who play when the other side has the ball).

As in baseball, players are known primarily by the "position" they play. This is a combination of duties and location on the field or in a formation. The typical offensive team consists of a quarterback, two running backs (sometimes called a halfback and a fullback), two wide receivers (a flanker and a split end), a tight end, and five linemen: two tackles, two guards, and a center. Linemen do not get to catch or carry the ball.

There are two standard defenses in use in professional football: a 4-3 and a 3-4, distinguished by the number of linemen and linebackers involved. The 4-3 has four defensive linemen (two ends and two tackles) and three linebackers; the 3-4 has three defensive linemen (two ends and someone variously called a nose tackle, nose guard, or middle guard) and four linebackers. Both have four defensive backs: two cornerbacks and two safeties (a strong safety and a free safety).

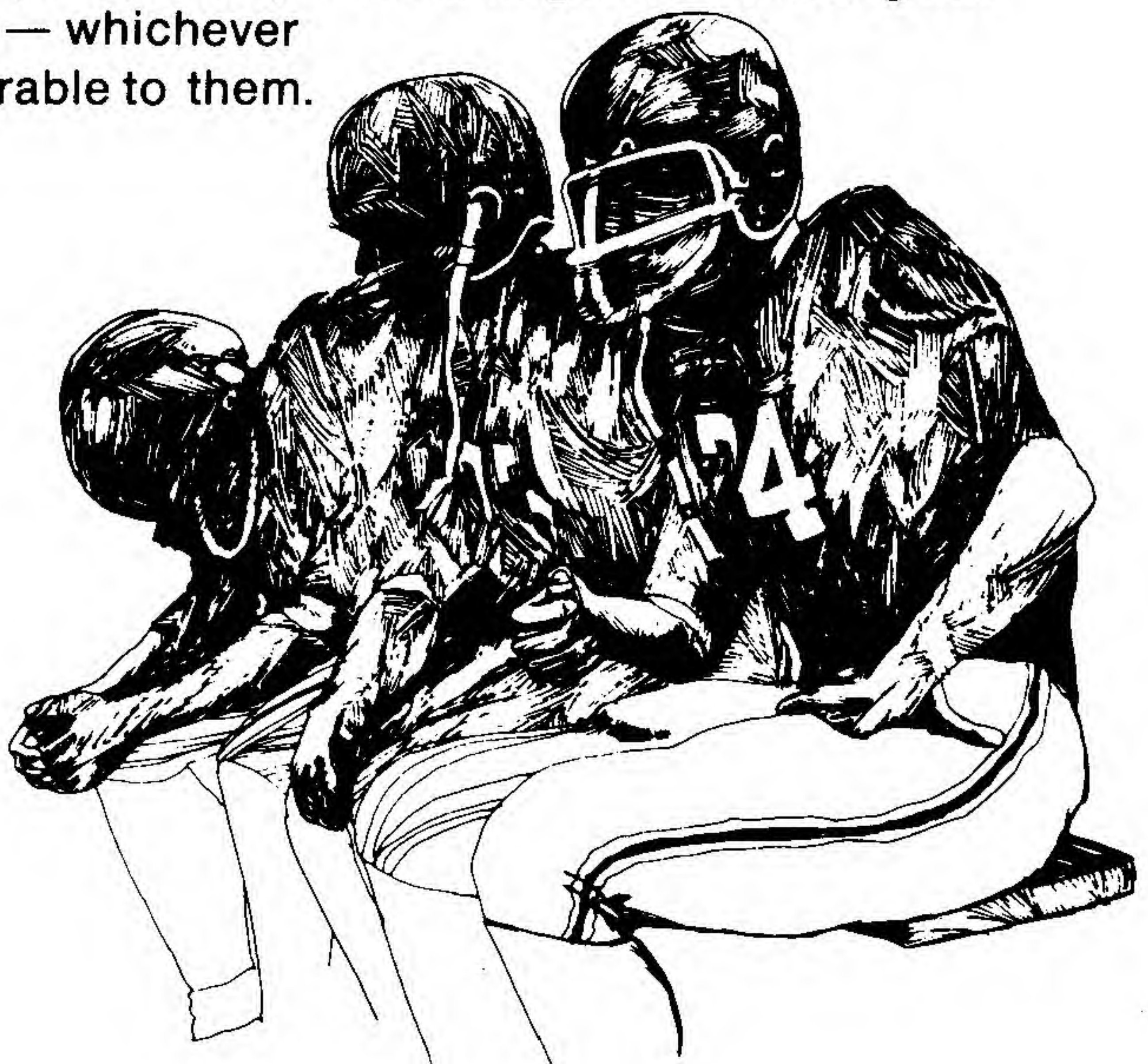
Officials & Penalties

Seven officials are charged with enforcing the rules and maintaining some semblance of order in the field. They can readily be told from the players by their age, smaller size, lack of artificial padding, and black-and-white striped shirts. Although each has a specific title and function, the key official is the “referee,” who can be distinguished by his black hat. (The others wear white hats. Honestly.) He is the head official and the one who, through the use of a bizarre semaphore system and/or a special microphone that is usually not working, explains—and assesses—penalties.

Whenever an official spots a violation of the rules, he throws down a yellow handkerchief—referred to as a “flag” (as in “there’s a flag on the play”). Generally, the punishment for these violations takes the form of a movement of the line of scrimmage in the direction of the offending team—basically 5, 10, or 15 yards, depending on the severity of the violation. Five-yard penalties are for minor, technical infractions: offside, illegal motion, delay of game, and so forth. *Holding* is the most common 10-yard penalty. The penalties imposed for nasty and/or dangerous actions (unsportsmanlike conduct, clipping, unnecessary roughness, etc.) are 15 yards.

There are two major exceptions to this yardage rule. In most cases, a team may not be penalized more than half the distance to its goal line. Also, some penalties (pass interference, for example) are related to the “spot of the infraction” rather than to a specified number of yards from the previous line of scrimmage.

In most cases, the non-offending team is given “the option” of accepting (the results of) the penalty or declining it and allowing the play’s results to remain — whichever alternative is more favorable to them.



How to Play

Be sure you have read the small section at the front of the book called *BEFORE YOU START* and the separate Special Instruction Sheet appropriate to your computer.

When you have loaded **TUESDAY MORNING QUARTERBACK** into your computer according to the instructions on the Special instruction Sheet, you will be presented with four choices. As is usually the case in TMQ, all you need to do is type the *number* of your choice. (You do not normally need to use the ENTER/RETURN key.)

Choice 4 (“Hit the Showers”) simply ends the program and allows you to go to work, go home, do your homework, eat, go to bed, or any of the other activities essential to the world outside of TMQ. Choices 1, 2, 3—the three subprograms that make up TMQ—will be discussed on the following pages under the sections KICKING PRACTICE, PLAYING FOOTBALL, and TEAM ROSTERS.

KICKING PRACTICE

Kicking (punts, field goals, and extra points) is an entertaining but important part of **TUESDAY MORNING QUARTERBACK** and the one phase of the game that is entirely dependent not just on your judgment but also on your reflexes and coordination. It *does* take practice. Therefore, to compete on the tough TMQ field, “Kick Practice” allows you to limber up your kicking leg—er, fingers—before facing game conditions.

The procedure for punting is, appropriately, quite different from kicking field goals, and you should practice both. When you are satisfied with both aspects of your kicking game, you can “Graduate to the Pros.” (This will allow you to begin playing a “real” game of TMQ—or, for that matter, to head for the nearest football stadium.)

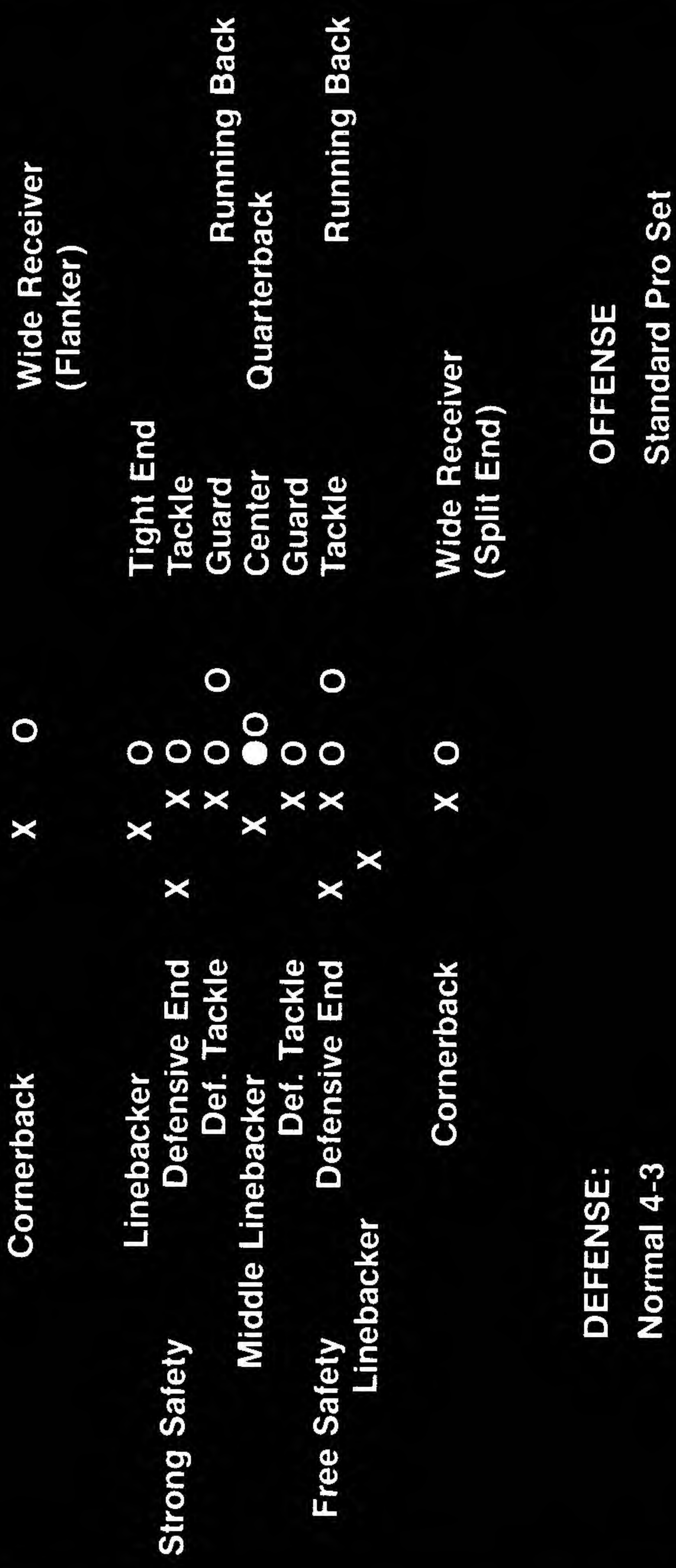


Diagram 1.

Punting

When the field has been drawn, press a key. (Almost any key will do, but we favor K, which is appropriate, or the space bar, which is convenient.) The “ball” on the screen will start to fall. When the bottom of the ball just gets to the next-to-last yard line, press the key again. This “kicks” the ball downfield.

How far the ball goes is mostly a function of your timing. If you hit the key too soon—before the ball has made it to the line—or let it linger too long at the line, you will lose distance. If you let the ball drop all the way to the bottom of the screen, you will blow the kick entirely, and the ball won’t go anywhere. (Under game conditions, this could be fatal.)

Generally, you want your kicks to go as fast as possible. However, you may also wish to practice kicks of specific, limited lengths for those times when you are forced to punt on your opponent’s side of the field, and you do not wish the ball to go all the way into the end zone for a touchback. With practice, you can learn to put the ball in the “coffin corner” (inside the 5-yard line).

When you’ve mastered punting and are ready to move on to bigger things, press the ESCAPE (“ESC”) key. If your computer lacks an ESCAPE key, press **E**, instead. (Just remember not to hit that key by mistake while you’re trying to kick!)

Field Goals

Choice 2, “Practice Field Goals,” prompts the snappy comeback, “AUTO OR MANUAL (A/M)?” The first option (A) allows the computer to randomly select the distances for your kicks. The second (M) allows you to pick your own. We suggest you try MANUAL (M) for starters and begin with 20 yards—PAT (extra point) distance. (To select the yardage just type a two-digit number; anything from 20 to 65 might be appropriate for later attempts.) Your trusty computer will now draw the empty stadium as it appears to a microprocessor lying on the 10-yard line.

The ball (or a reasonable facsimile) should be visible on the screen. Tap the space bar. *Almost immediately* a fast-moving dot (representing, if you will, your foot) will zoom from left to right along the bottom of the screen. Your mission, should you decide to accept it, is to line up the dot (i.e., your foot), the ball, and the center of the goal posts—a real challenge, particularly at longer distances, when the goal posts look much smaller. Tapping the space bar again stops the dot and launches the kick—setting the ball in motion directly away from your “foot.”

When the ball breaks the plane of the goalpost, your computer will check to see if the pigskin is between the uprights and above the crossbar. If so, the kick is good.

You can't control how hard you kick a field goal. Sometimes you can hit one for 65 yards; occasionally a 50-yarder will be short. The current TMQ record is 68 yards. (Eat your heart out, Toni Fritsch.)

There is no question about it: this kicking business is tricky. Once you get the hang of short kicks, "back up" a little for the considerably greater challenge of longer distances. When you've acquired reasonable proficiency, try the AUTO mode for practice at varying ranges. (To do this, do the following *in order*: press the ESCAPE key—or **E**, if you have no ESC key; select #2, "Practice Field Goals," again; and type A for AUTO.)

When you're ready for the big time, press the ESCAPE ("ESC") key. (If your computer lacks an ESCAPE key, console it by pressing **E**, instead; it will never know the difference.) Now you can "Graduate to the Pros."

PLAYING FOOTBALL

Preliminaries

Here we are at the nitty-gritty of TMQ. You have acquired competency at kicking punts and field goals and are ready for a game.

Your first choice is simple: do you want to play against the computer or against a friend? Type 1 to play the computer or 2 to play a human being (or perhaps a passing Vulcan).

Next up is the length of the game. TMQ allows you to pick the length of the quarters—anything from 1 minute to the regulation 15—depending on your patience, fanaticism, and length of time available. Fifteen-minute quarters will produce something on the order of a 1½-2 hour game. Anything less than 5 minutes per quarter will probably be unsatisfactorily short. Type a *number* from 1 to 15 and press the ENTER/RETURN key.

When you are asked for your name, type it in. (If you wish, use a fictitious name or the name of your favorite legume.) If two people are going to be playing, be sure that the "First Captain" will be the one sitting/standing on the left during the game; the "Second Captain" should sit/stand on the right. (The reason for this arrangement will be clear shortly.) Again, you will need to use the ENTER/RETURN key.

Now comes the selection of teams. You can pick any of the 28 regular pro teams or either of two sets of all-stars. (An analysis of each team's strengths, weaknesses, and habits comes later in the book, in a section suprisingly titled, THE TEAMS.) Type in the *number* of the team *you* want to play. Then type in the number of the team the computer (or your friend) will be playing. Use the ENTER/RETURN key both times. Be sure you do this in the right order, or you'll find yourself running the wrong team.

The first (or only) player then gets to call the coin toss. (If two people are playing, it *must* be the First Captain who does this, or you will get the computer totally confused.) Just type H or T as the mood strikes you. If you win (i.e., guess the coin toss correctly), you get the option of kicking off or receiving the kickoff to start the game. (Just type the appropriate letter.) If you *lose*, the other team will receive, and you will kick off. (But cheer up; to start the second half, the other side will kick off and you will receive.)

When the field is drawn, you kick off by pressing the space bar. (If the computer is kicking off, you need do *nothing*.) If, after a few seconds, nothing has happened, try again. (You may have been too eager.)

The Play-by-Play

After a kickoff, TMQ settles into its basic pattern of

Selected Offense

vs.

Selected Defense

Your main job at this point is to call plays—preferably good ones. Each of the multitude of combinations of plays and defenses has three unique factors that influence (1) yardage gained or lost; (2) the chance of a fumble, interception, or sack; (3) the chance of an injury. The computer puts these things together with the strengths of the specific teams, field position, and assorted probabilistic biases and comes up with a detailed, step-by-step description of the play as it develops . . . just like those friendly folks in the broadcast booth.

If you are playing against the computer, you will be shown a list of the options appropriate to your side (offense or defense) only. If you're playing a friend, both offensive and defensive options will be shown, but the player on defense *always goes first*. (Offensive player: close your eyes, look the other way, leave the room—or something—until the defensive player has selected a defense. Don't cheat, or you may find a paper bag over your head. Or worse.

Defensive player: once you have chosen a defense, say so. You can watch the offensive player at work, since it will be too late to alter your defense, anyway.)

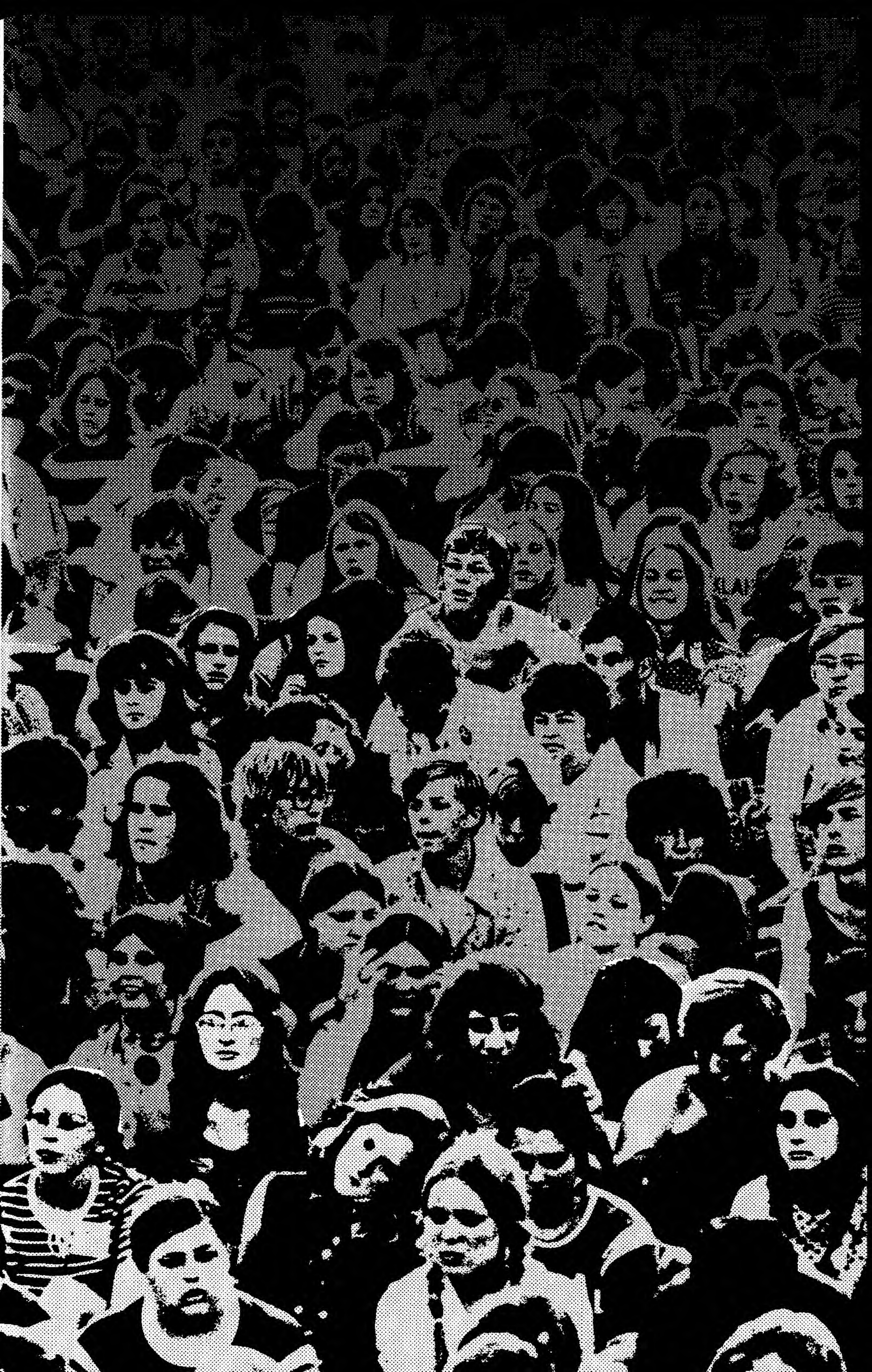
Whichever version you're playing, you (or your friend) will have only 30 seconds to make your choice. Simply type the *number* of the choice you wish. On offense, if you initially select "Run" or "Pass," you will be given a subsequent list of runs or passes to choose from. Remember, however, if you don't get this finished in 30 seconds, your team will be penalized 5 yards for Delay of Game.

The basic idea is to choose a play or defense that matches up favorably with your opponent's call. For example, a Draw can get you a nice gain against a Blitz, but it's a real turkey against a Goal Line defense. Similarly, the Nickel is a much better defense against The Bomb than is Gambling. For a detailed description of the offensive plays and defenses, read the later section, CALLING THE PLAYS.

For Your Information. The computer does not peek or cheat. (This may be painfully evident at times.) Its plays are processed by the same machinery that works on your selections. (There are a few exceptions, notably in the kicking and fumble routines, where allowance had to be made for the computer's deplorable lack of fingers.) We hope what TMQ lacks in field generalship it will make up for in unpredictability.

Scoreboard. The scoreboard keeps a running display of the score (of course) and other useful bits of information: the down, yard line, team in possession, time outs remaining to each side, and so forth. Examine it carefully.

Momentum. In a breakthrough rivaling Einstein's brilliant formulation of the General Theory of Relativity, this much discussed "intangible" has been quantified in TMQ. The current state of the game's momentum is indicated by a small marker under the scoreboard. When centered, as at the start of the game, there is no momentum. When a team successfully makes long gains, first downs, touchdowns, long field goals, etc., it acquires momentum, and the marker shifts to indicate it. "Mo" will tend to make rushes go for more yards and passes easier to complete. Conversely, the other team will find moving the ball tougher than usual. Momentum can make an enormous difference in the game, but it always tends to return slowly to the zero point—a nulling process which is accelerated late in the half or toward the end of the game.



Statistics. You'll automatically be provided with a statistical breakdown of the game at halftime and at the end of the game. You can get one at any point, however, by selecting #8 in the play selection process.

Injuries. Injuries can happen on any play, although some defenses (Gambling, for example) or plays increase the odds of their occurrence substantially. When one of your starters is out, your performance on offense is dulled in the same way that negative momentum affects it. How much your injury rating (100% at the start of the game) is docked depends on who's hurt: losing your quarterback makes a bigger difference than losing a tackle. How long the player will be out of the game depends on the injury.

The computer keeps track of all this, of course, so you don't have to. You can get an injury report at any time by typing 7 instead of an ordinary play or defense. (But remember that you still only have 30 seconds to call a play!)

Penalties. These nasty things occur at random about every thirteen plays—and yes, you can get a 99-yard run called back. If a penalty is called on the other team, you will be offered the option of taking the results of the penalty or letting the play stand as run. Just pick the one that does you the most good. (For some clarification, see the section on *Officials & Penalties* under *AN INTRODUCTION TO FOOTBALL*.) If the penalty is against you, just sit back and wait: you'll find out what happens soon enough, and you have nothing to say in the matter.

Calling Time Out. You may call a time out in either of two different ways. A time out called during the play-picking routine won't save you any "game time"—but it will stop the 30-second clock to give you as much time as you need to make a sandwich, get a cold beer, take a nap, or whatever. You can do this by typing 9 instead of a play or defense.

If time in the half is running out, and you're trying to score before it does, you want a time out that stops the game clock, as well. To do this, type **T** immediately after a tackle. (In a two-player game, the Second Captain must type the letter **O**, so the computer will know which team to charge for the time out.) In this case, the game clock will not restart until a new play begins.

Fumbles. If there's a fumble, press **R** (for "recover") *just as fast as you can*. (Important: in a two-player game, the Second Captain must type the letter **P**, so the computer will know which side recovered the fumble. It's for this reason especially that the Second

Captain must sit/stand at the right side of the computer, or the two players will be perpetually smashing each other's fingers.) You'll find it fairly easy to recover your own miscues—but tough to get one of the computer's. (In the two-player version, the race just goes to the swiftest: finder's keepers, so to speak.) Be advised that the Tuesday Morning Quarterback Ethics Committee (TMQEC) has ruled that it is not cricket to rest your finger any closer to the R (or, for that matter, P) key than $3\frac{3}{4}$ inches. (Give the poor computer a chance.)

Halftime. At halftime, you will get a display of the statistics for the first half for a while and then a halftime show. Each of these will end of their own accord, but you may call either (or both) to a halt by pressing the space bar. Remember that the team that received the ball to start the game *must kick off* to begin the second half.

CALLING THE PLAYS

There are two basic schools of thought regarding offensive football: "ball control" and "go-for-broke." The basic tenet of the first is that, since it is generally easier to complete short passes than long ones and, in general, to make short yardage than long gains, you always go for the minimum necessary. For example, on first down, try a basic running play (Off Tackle, Sweep, or Pitchout) or a *short* pass. On second or third downs, go for the shortest-gaining plays that will get you the yardage you need for a first down. Never go for a long pass unless it's third down and, due to previous losses or penalties, you need more than 10 yards for a first down. (In fact, some ultraconservative coaches won't even try for a first down under such circumstances; they just run the ball and then punt on fourth down.) On fourth down, regardless of the distance needed for a first down, the conservative *always* punts unless the offense is within field goal range (inside the opponent's 30- or 35-yard line), in which case a field goal is attempted.

The major difficulty of solid, conservative, "ball control" football is that its predictability makes it easy to call the "right" defense almost every time: the Normal on first down, Blitz or Nickel on third-and-long, Goal Line on third-and-short, and so on.

Compared to this low-risk, low-return offense, the "go-for-broke" strategy is high-risk, high-return. It forces the defense into a guessing game. The key is to throw frequently on first down, throw a variety of passes, and, in general, avoid using the obvious play every

time. For example, on second-and-short, since the defense will probably be something geared to stopping a running play (the Goal Line or, at least, the Normal), you might forget the standard Fullback Dive and go for the Bomb. (If it fails, you can use a more conservative play on third down to pick up the yards you need to make a first down.) Similarly, while nearly everyone will punt on fourth down when deep in their own territory, gamblers will be more likely on fourth-and-one to try to make a first down (or touchdown) rather than punting at midfield or kicking a field goal from the one-foot line.

Defensive strategy is mostly a matter of calculating what sort of offensive play to expect and then selecting a defense that will minimize the play's chance of success. Typically, because of the randomness of plays on first down, you would usually use the Normal on first and, often, second down. If the situation was unusual—second-and-one or, after a penalty, first-and-twenty-five, for instance—or if your opponent was extremely predictable, some other defense might be more appropriate.

Third down often calls for more specialized defenses: Goal Line against third-and-two (or less), Nickel for third-and-six (or more), Normal for anything in between. Using the more aggressive defenses—Blitz, Gambling, and Butkus—is somewhat akin to the “go-for-broke” philosophy on offense: you get more turnovers, sacks, losses, and injuries (on *both* sides), but, if your opponent has the right play called, it may go for *big* yardage.

Regardless of the defense, all passes become tougher to complete as the offense gets closer to the opposing goal line. This is a natural consequence of squeezing the same eleven defenders into less of the football field.

On the other hand, an ordinary run or short pass will sometimes go for big yardage—maybe for 50 yards and a TD. No defense will stop an offense every time, and a good pro ball carrier will get loose occasionally, regardless of the defense's efforts to contain him.

Offensive Plays—Runs

Quarterback Sneak. The QB takes the snap and plows straight ahead behind the blocking of the center and the interior linemen. It's hard to lose yardage with this play, but you won't get very far, either. Because of its limited potential, this play is generally called only when you need a yard or so for a touchdown or first down. For that limited purpose, it's a good bet.

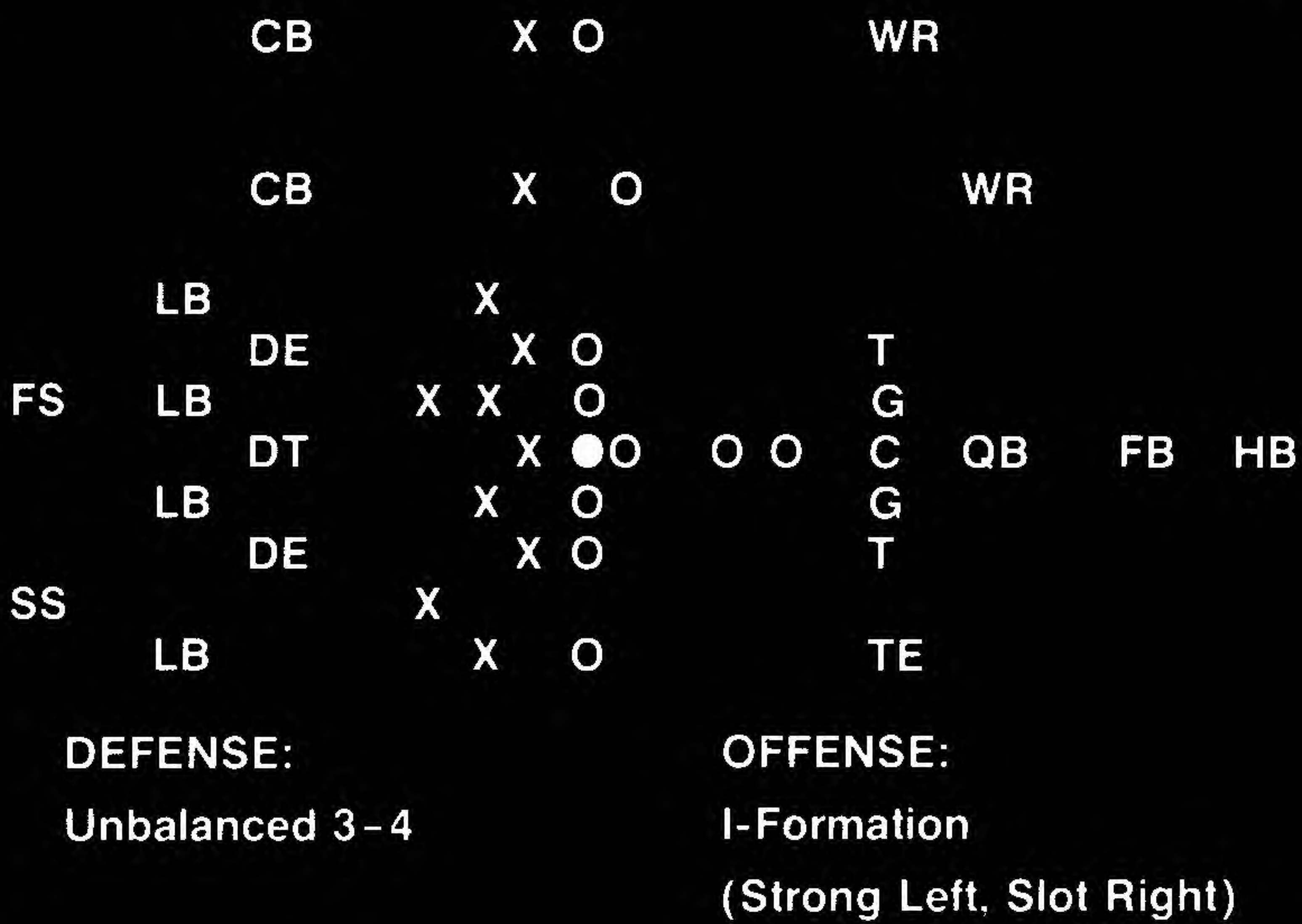


Diagram 2.

Fullback Dive. An alternative to the QB Sneak when a short gain is called for—especially when the distance needed is two or three yards. The QB hands off to a running back (often, although not always, the “fullback”) moving straight ahead “up the middle.” Simple and reliable, this is a better all-around gainer than the QB Sneak but still no game breaker.

Pitchout. The QB “pitches” (tosses/laterals) the ball to one of the running backs, who tries to “go outside” (around one end) in an attempt to go around the defense rather than through it. If he succeeds in “turning the corner” (getting around the outermost defender and “heading upfield”), this play can get good yardage. If he fails, the man with the ball may be pushed out of bounds for little or no gain or be caught in the backfield for a loss of yardage.

Off Tackle. This play is, in a sense, intermediate between the previous two in risk, expectation, and focus. A running back takes the ball from the quarterback and moves forward behind the blocking of one of the offensive tackles—in theory into a hole between the guard and tackle on that side or between the tackle and

tight end. This is football's fundamental play, used in almost any circumstance that doesn't require an extremely long gain (more than ten yards). Conservative coaches everywhere love to use this on first down—and, often, on second and third down, too. It may get you ten yards—or lose a couple.

Draw. This is the classic counter to a heavy pass rush from the defensive line. The QB drops back as if to pass but, instead, cleverly slips the ball to a back, who, theoretically, goes right past the onrushing defenders—who don't yet realize the QB no longer has the ball. If someone is alert enough to catch the running back with his hand in the cookie jar, however, the play will be stopped in the backfield for a loss of several yards.

Sweep. USC calls this play “Student Body Right” (or “Left”) for reasons that are obvious once you see it in action, since it appears that practically the entire offensive team is running in the same direction. Both guards “pull” (leave their place in the line and circle around end ahead of the ball carrier) and, with the blocking back (whichever back doesn't have the ball), form something of a convoy for the ball carrier. The idea is for this mass of blockers to bowl over or sweep aside any defenders in the way, and it's probably the most frightening play for a defensive back or linebacker to face. Resembling a Pitchout with more blockers, this play may go for six points. However, it takes time to develop (the ball carrier must run sideways while waiting for all those blockers to get out ahead of him and knock people down), and, if the blockers miss anyone, the running back may get tripped up for a drive-killing loss.

Offensive Plays—Passes

Short Curl. A wide receiver goes down eight or nine yards, stops, turns around, and—in theory—catches the already thrown ball. This is a quick pass, easy to complete, but hard on receivers, who are sitting ducks once the ball arrives. Consequently, they rarely get a chance to run much further with the ball from this sort of pass pattern.

Long Curl. As above but 15 yards downfield. This is the shortest and easiest to complete of the “long” passes, but it's still harder than most short ones.

Short Down & Out. The receiver drives a few steps downfield and then cuts straight for the sidelines. Typically, he catches the ball on the run, just before his momentum takes him out of bounds—keeping him alive and healthy (and untouched by the defense) and

stopping the clock. This is particularly popular in the last few minutes of a half, when time is a major factor. It's an easy five or six yards, but if somebody intercepts one of these it can be Katy-Bar-the-Door down the sidelines. (There is rarely anyone between the person intercepting and the goal line, so an interception of this pass is often an easy touchdown for the lucky defender.)

Long Down & Out. As above, only 20 yards downfield, and correspondingly harder to complete.

The Bomb. Football's equivalent of the home run, this is a conservative 45-yards-downfield little nothing. If it's caught, the receiver will probably make good yardage after the catch, too—but this is a *tough* pass to complete.

Screen. Like the draw, the screen pass is usually used to counter a heavy pass rush (as from the Blitz or Butkus). The linemen block half-heartedly and then drift over near a waiting receiver—often one of the running backs lingering at or behind the line of scrimmage. Like a matador dodging the rush of the bull, the QB waits until the defensive linemen are charging straight at him and then casually flips a short pass just over their heads to his target, who has, in the meantime, acquired a cordon of blockers. This is easy to complete but rarely fools enough people to go for more than five yards or so.

Short Crossing. The reverse of a Down & Out (sort of): a back or wide receiver goes across the middle of the field about seven yards beyond the line of scrimmage. The odds of completing it are about the same as a short curl, but the risk of injury is even greater. However, runs following the catch will tend to be longer.

Long Crossing. Like Short Crossing but close to twenty-five yards downfield; except for The Bomb, this is the biggest gainer and, against most defenses, the hardest to complete.

Offensive Plays—Variable

Option. On this one, the QB “rolls out” (moves toward the side while examining the situation) and then, depending on the defense and the current ozone level (or something), either runs (turning the play into a Sweep) or throws the ball (on a Short Down & Out). This play is hard to defend against, but it's rarely a big gainer, and continued use can be hard on your quarterback.

Trick Play. Also called a “gimmick” play or “flea flicker,” in TMQ this is a randomly concocted mess of laterals and handoffs that may end in a long pass or a long run—or a long loss. A fan's delight, this is apt to be a coach's nightmare, the sort of thing that will make or break you.

The Defenses

Normal. This is a standard balanced pro defensive formation—four “down” linemen, three linebackers, and four defensive backs (a 4-3) or three linemen, four linebackers, and four defensive backs (a 3-4), depending on the team. In a real game, this is probably used on 90% of first downs and 50% of the rest of the time. When in doubt, stick with this.

Nickel. Take a standard 4-3 and replace the middle linebacker with a fifth (“nickel”) defensive back—someone smaller and faster than the linebacker and therefore, in theory, better able to “cover” (stay with and keep from catching a pass) quick wide receivers and running backs. Tougher than the Normal defense against the pass but easier on the run, the Nickel is used only on passing situations—typically on second or third down when the offense needs *at least* 5-10 more yards to make a first down. The Nickel, the most conservative pass defense, is specifically designed to prevent the completion of *long* passes; it is less effective against shorter ones.

Blitz. Like the Nickel, the Blitz is designed to stop the pass, especially the long pass. The formation is the same as the Normal, but on the snap of the ball the middle linebacker (or, in a 3-4, one of the inside linebackers) joins the linemen in rushing the passer. (In real life, any of the backs or linebackers may “blitz,” but the TMQ variety is the most common.) If, as frequently happens, no one blocks the extra rusher, the quarterback may be “sacked” (thrown for a loss, tackled behind the line of scrimmage) before he can throw the ball. In any event, the QB is hurried, and the odds of completing a pass decrease. Runs, especially draws, and short passes over the middle into the linebacker’s vacated zone can be effective.

Gambling. This is not a formation but an aggressive (some might say “desperation”) tactic—twenty-six hundred pounds of mayhem bent on forcing punts and shortening careers. Many teams use it if they are behind late in the game and must try to stop the opposing team’s drive and get the ball at all costs. Tacklers go less for stopping plays and minimizing gains than for causing losses, turnovers, and, sad to say, injuries. Players get hurt and fumbles abound. Short passes become harder to complete and more dangerous, as defensive backs play closer to receivers and go for the interception. However, the Gambling defense is vulnerable deep (to long passes), and when the defensive players make a mistake, guess wrong, or miss, ordinary plays go for extra yardage.

Goal Line. When only a yard or two is needed for a first down or, especially, a touchdown—the same sort of situation that prompts Quarterback Sneaks or Fullback Dives—extra linemen—perhaps a solid eight-man front—may be used. Almost undentable on the ground, this beefy lineup is a patsy for daring aerial efforts.

Butkus. Three *angry* linebackers vacate their zones and join four huge linemen in a single-minded quest for the QB. This “super blitz” is respectable against most runs and *pure hell* on long passes. However, a pass completed against the Butkus figures to go for more yardage—perhaps a *lot* more yardage—than it would have otherwise.

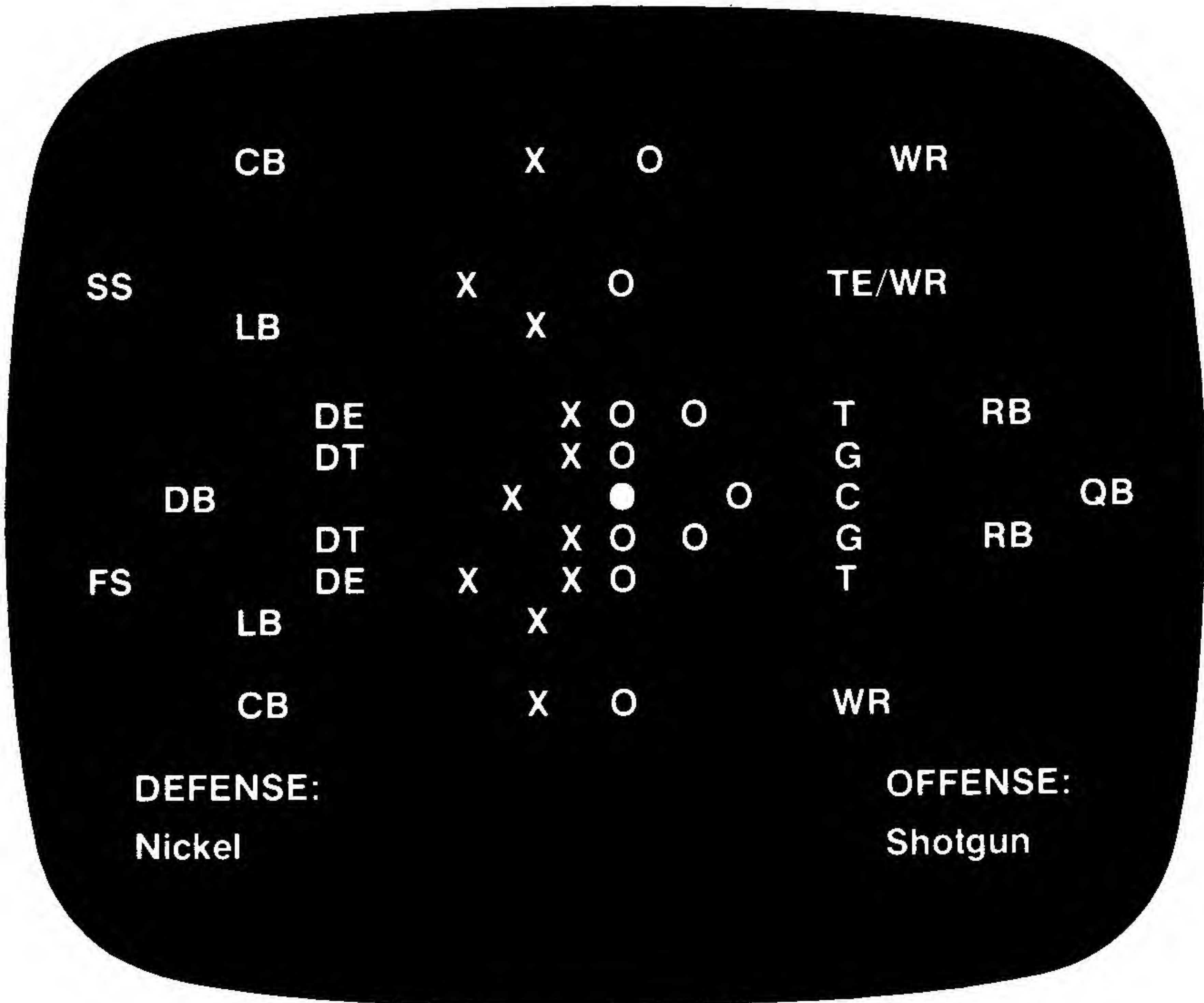


Diagram 3.

THE TEAMS

There are two major considerations in picking a team to play—or play against: style and quality.

If you have an irresistible urge to throw The Bomb in unlikely situations, choose a good passing team—not the Bengals or the Giants. Conversely, if you are of the “grind-it-out” school of conservative football, select a good rushing team like the Lions or the Oilers; there’s no point in wasting the Chargers’ fine pass offense if you never plan to throw the ball. If you prefer a diversified attack, there are a number of reasonably balanced teams to choose from.

For your first games against the computer—or if you are playing a friend who knows more about football—you will be more successful if you pick a reasonably strong team and select a weaker one as an opponent. As you get better, you can choose more evenly matched teams, and eventually you may get to the point that you can give the computer a substantially stronger team. Don’t worry about “outgrowing” the game: if you can take teams like the Saints or the Giants and consistently beat the Eagles, the Rams, and the Raiders, you should have no trouble trading in TMQ for the NFL.

A word of caution: The simple one-or-two-word ratings included in the analyses below are solely for the convenience of newcomers. Specific performance and strategy should depend on the more detailed part of the evaluation. Also note that, while the computer will adapt to the style of the team it is playing, it will tend to do better with a balanced team than with an equally good one that has, for instance, a single decisive strength or one glaring weakness.

You may, of course, simply set your favorite team against its chief rival or, if you’re wildly ambitious, replay the entire NFL schedule. While TMQ teams are intended to reflect something of the character of real football teams, don’t expect results that are absolutely consistent with history. We have not managed to simulate a penchant for collapsing in the last two minutes or a home-field or blue-jersey jinx. (But we’re working on it.) Besides, a glance at the record book will demonstrate conclusively that consistency is not a characteristic of NFL play.

Colts. This is an average team with an average record. Aside from an excessive dependency on its star quarterback, the team's only real weakness is its pass defense.

Rating: Fair.

Defeating the Colts: Pass fairly often.

Bills. The offense is fairly well-balanced if uninspired; the strength is a solid defense, especially against the pass.

Rating: Good

Simulation: The name of the game is ball control—a conservative mix of runs (55% of the time) and short passes.

Winning: The strength of the defense, particularly against the pass, should allow you to stay in a Normal defense much of the time. The offensive play selection should depend entirely on the defense of the other team.

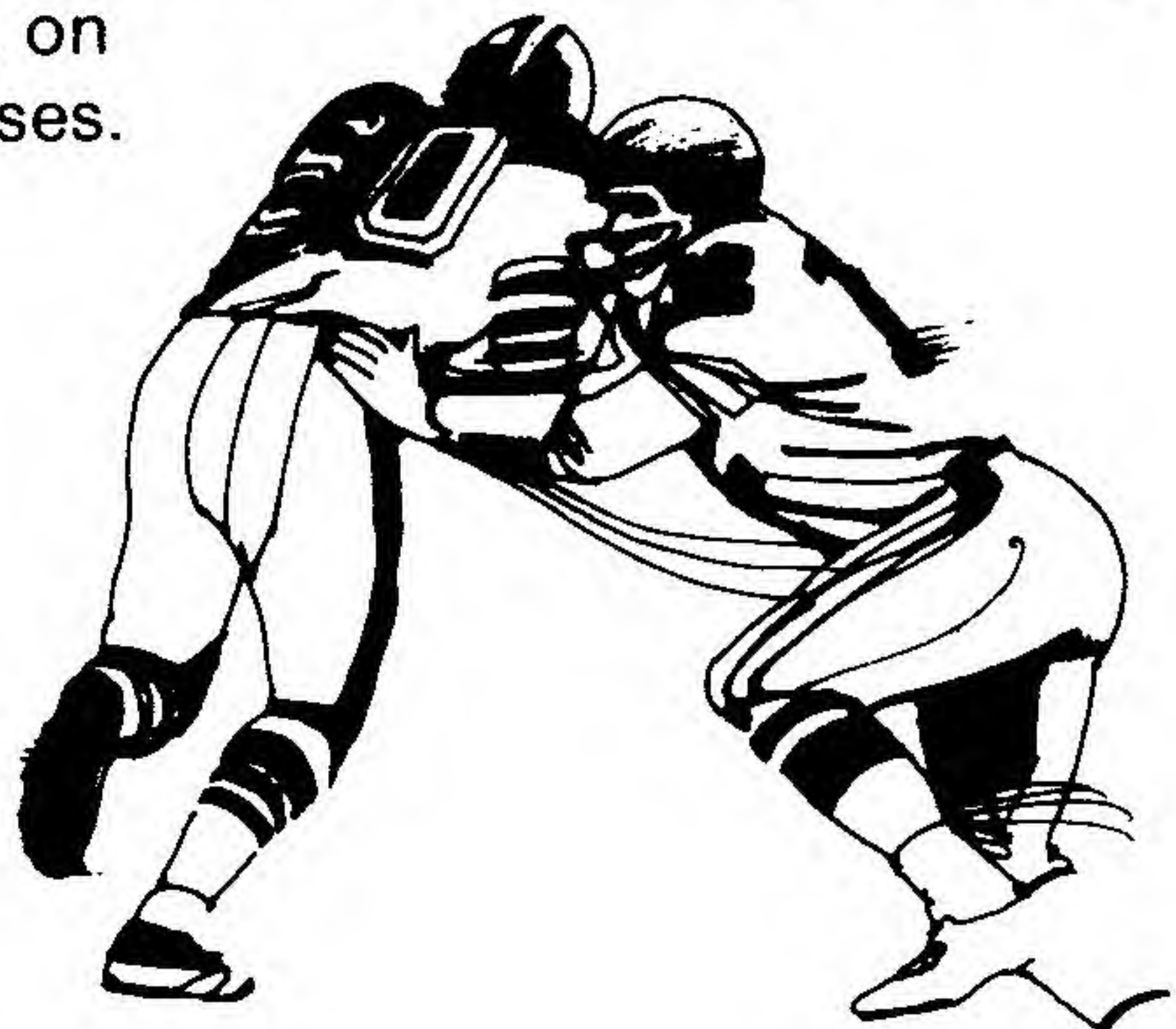
Defeating the Bills: It's a little easier to attack the Bills on the ground—but not much. The element of surprise—unpredictability—will help, as will getting ahead early; the Bills are not a good catch-up team.

Bengals. Injuries and a lack of team cohesiveness have cut down substantially what was once one of the most explosive pass offenses in the league. They are still solid against the rush, however.

Rating: Fair.

Winning: Stick with the run and an occasional short pass; longer passes will be possible only against an inadequate pass defense when momentum is in your favor.

Defeating the Bengals: Stop the run and, secondarily, the short pass; don't worry about the long bomb. (That is, use a lot of Normal with an occasional Goal Line or Gambling thrown in.) The Bengals are tough to run against, so, on offense, attack with short passes.



Browns: The Browns have an outstanding pass offense, courtesy of a corps of excellent receivers, the player of the year at quarterback, and an imaginative, fearless offense. (Thanks, coach!) The problem with the Kardiak Kids is their Jekyll-and-Hyde defense: solid against the run, porous against the pass.

Rating: Good.

Simulation: The Browns use a variety of short passes on any and every down, with just enough runs and long passes to keep the defense off balance.

Winning: Pass early and often. On defense, beware of enemy passes: use a lot of the Nickel, Blitz, and Butkus.

Defeating the Browns: Pass—and try to shut down their passing game with judicious use of the Nickel, Blitz, Gambling, and Butkus defenses.

Broncos. The Broncos have never had much of an offense, and their once superb defense seems to be wearing down. Both groups are weaker in the air than on the ground.

Rating: Fair.

Simulation: The Broncos rely on their Normal 3-4 to stop the run and, on obvious passing downs, use a lot of the Blitz and Gambling defenses to cause turnovers.

Winning: Run the ball.

Defeating the Broncos: Stop the run. Mix up your offense, and throw some short passes on first down.

Oilers. Injuries and a change of quarterbacks pretty much eliminated the deep threat, and the Oilers regearred to take advantage of the best running back in the league.

Rating: Good.

Simulation: Run the ball a lot; as a change of pace, use Short Curls, Short Crossings, and an occasional Screen.

Winning: You have the best rushing attack in the league. Use it.

Defeating the Oilers: There is no real weakness here but only one strength. To stop the Oiler running game, you must gamble; although the Normal will be your standard defense, call the Goal Line more often than usual, and occasionally use the Gambling, Butkus, or Blitz to try to force turnovers.



Chiefs: The Chiefs managed respectable mediocrity purely on the strength of a young and improving defense. They lack anything resembling an offense.

Rating: Below par.

Defeating the Chiefs: Their pass defense is good if not great; run the ball.

Dolphins: The Dolphins may have found their "quarterback of the future," but for the present that position is their main weakness.

Rating: Fair.

Winning: You will have more success running the ball.

Patriots: The Patriots never seem to match their potential. It's not that they "can't win the big one;" rather, they sometimes fall asleep against some of the teams they should crush. (The 49er debacle comes to mind.) Aside from these mental (or coaching?) lapses, they have no weaknesses: their defensive secondary is made up entirely of first-around draft choices, and their wide receivers should be code-named "Deep Threat."

Rating: Good.

Simulation: Despite the explosiveness of their offense, the Patriots run the ball a third more often than they pass—a conservativeness that clearly cost them a victory over the Dolphins, for instance. Therefore, run the ball more often than not, but, when passing, mix a healthy percentage of long passes with shorter ones.

Winning: Pass!

Jets. Despite a very poor record, the Jets are not a bad team statistically, especially on the ground. Their quarterback is erratic, and the pass defense leaves something to be desired. Most of the injuries that hampered them in 1980 will heal; unfortunately, that will still leave them with the same coaches and management.

Rating: Below par.

Defeating the Jets: A healthy mix of passes should work.

Raiders. The Raiders started out the 1980 season with an outstanding defense against the run; on the way to the Super Bowl, they picked up a rehabilitated quarterback, a big-play offense that managed to work just often enough to win, and a pass defense that achieved respectability in time for their post-season run. While they certainly peaked at the right time, they were still lucky to survive the playoffs.

Rating: Good.

Simulation: Run or go for long passes. On defense, the Normal will stop most running games. On passing downs, use a lot of Blitz and Gambling.

Defeating the Raiders: Against so strong a defense, you'll have to mix up your plays a lot and hope to get a good match-up somewhere along the line. The best bet is to pass when you might be expected to run (on first down or when you need only a yard or two).

Steelers. A tough schedule, a phenomenal series of injuries—and the most feared team of the '70s misses the playoffs. Hard to believe. This is still a good team—a very good team—with an excellent pass offense and a tough defense against the run. Injuries—and perhaps age—have slowed the pass rush and cut down the running game somewhat, but both are still competent.

Rating: Good.

Winning: Make heavy use of the pass. Be conservative on defense; rely more on the Nickel or Blitz than the Butkus or Gambling to stop the other team's passes.

Defeating the Steelers: Passing is the key. You must pass, especially when they don't expect it, and you must concentrate on stopping their passing game with a well-chosen variety of pass defenses.

Chargers. With a good quarterback, three Pro Bowl receivers, and a solid pass-blocking line executing perhaps the most well-designed passing offense in the league, "Air Coryell" is well-nigh unstoppable. The defense, sparked by a fine pass rush, isn't bad, either.

Rating: Very good.

Simulation: Pass—short, long, early, late, and often—but pass. Run only occasionally, to keep the other team off balance.

Winning: Ditto.

Defeating the Chargers: Run at them. Pass (short) only when momentum is going your way. The key, though, is shutting down their passing game. Don't spend a lot of time in Normal or Goal Line, and hope for turnovers.

Seahawks. The Seahawks are a better team—and a lot more fun to watch—than their record—and their home-field jinx—would indicate. Injuries and the lack of an outstanding running back reduced the effectiveness of their offense, in prior years their biggest plus.

Rating: Fair.

Simulation: Be unpredictable. Pass when most teams would run, and run when most teams would punt. You may well catch the other team off guard.

Defeating the Seahawks: Their defense is a bit better against the rush, so mix in a lot of short passes.

Falcons. This is one of the surprise teams of the year, solid on offense and tough against the run. Its only weakness is a suspect secondary that plays loose and gives up short passes a mite too readily.

Rating: Good.

Simulation: On defense, when you anticipate a pass by the other team, use the Nickel primarily and the Blitz secondarily; avoid Gambling or, except occasionally, the Butkus.

Defeating the Falcons: The Falcon pass defense is better than some, but it's still their weakest link. Use a healthy mixture of passes in your offense.

Bears. The Bears combine one of the hardest-hitting, most imaginative defenses in the league with one of the most predictable offenses. A redesigned attack could do wonders.

Rating: Fair.

Simulation: On offense, run the ball on first and second down; throw only on third-and-long. Make liberal use of the Blitz, Gambling, and Butkus defenses.

Defeating the Bears: Use the Normal and Goal Line defenses to shut down the Bear ground game; the passing attack is not strong enough to threaten a decent defense.

Cowboys. The Cowboys' only impressive statistics are the big ones—points scored and games won. Despite a new starting quarterback, the pass offense is perhaps the team's biggest strength. Injuries and weaknesses in the defensive secondary and linebacking corps were made up for by a ferocious front four.

Rating: Good.

Winning: You have no weaknesses here, but you should pass at least half the time.

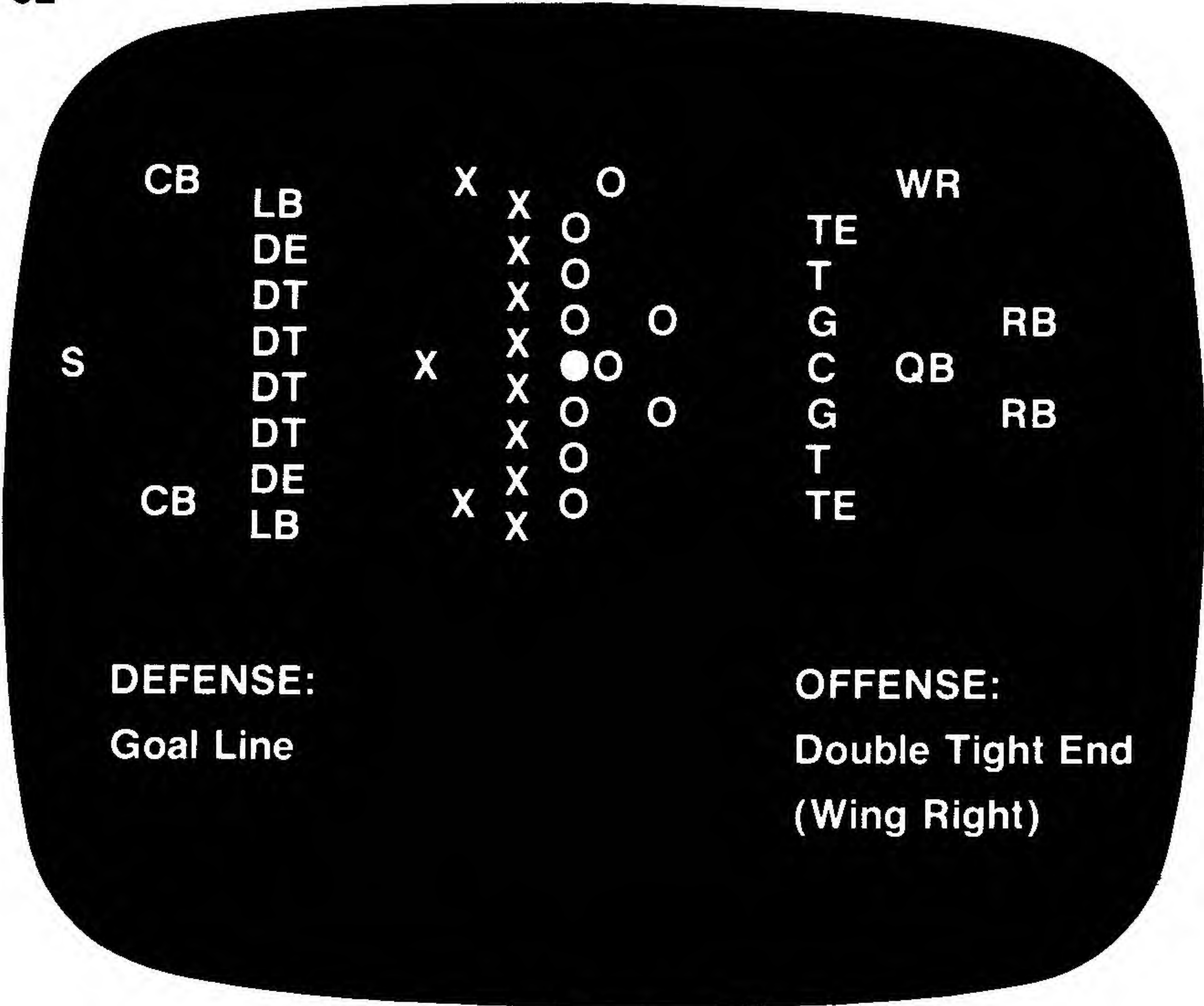


Diagram 4.

Lions. The combination of the rookie of the year at running back and a soft schedule did wonders for the Lions, who are tough on the ground on either side of the line of scrimmage.

Rating: Good.

Winning: Emphasize the ground game. The defense against the run is good enough to allow you to shift to the Nickel (or some other pass-oriented defense) on questionable downs.

Packers. A superb wide receiver and a quarterback who occasionally gets hot give the Packers a decent pass offense—not great, but average. Unfortunately, no other aspect of the team is that good.

Rating: Poor.

Winning: Next to impossible, but try throwing the ball.

Rams. The Rams have exceptional personnel, a good, balanced offense, and the best pass defense in the league. Unfortunately, like the Patriots, they occasionally forget to show up for the game.

Rating: Very good.

Defeating the Rams: You will get nowhere trying to pass, so run the ball.

Vikings. Statistically, this team combines a mediocre offense with a defense little short of miserable. Luck, peaking late, and residence in the league's weakest division allowed them (again) to squeak into the playoffs.

Rating: Below par.

Defeating the Vikings: Their pass defense is not good, but their rushing defense is even worse. Mix up your offense, but run the ball often.

Saints. This team is not as bad as its abysmal record would indicate. The offense is respectable if erratic; the problem is that they have no defense whatsoever.

Rating: Poor.

Simulation: Throw the ball twice as often as you run.

Winning: This is a real challenge. You must try to control the ball on offense and gamble on defense. Turnovers and a swing of momentum may give you a chance against a second-rate team.

Giants. Believe it or not, this team, statistically, is worse than the Saints. Combining the nonexistent offense of the Chiefs with the weak defense of the Packers, the Giants are a team devoid of strong points. The quarterback has superstar potential, but with only one decent receiver and no protection, the pass offense is strictly bottom of the barrel.

Rating: Poor.

Winning: You've got to be kidding.

Eagles. Perhaps the best team in the league. The rushing offense is not as good as the air attack, but it's a weakness only when the backs are injured. The defense, overall, is tops.

Rating: Very good.

Defeating the Eagles: This is also a challenge. You have to mix up your plays—to mislead or outguess them. Trying to pass on predictable passing downs is suicide.

Cardinals. Most of the all-pro offensive line has been traded; coaches have left or been fired. The result is the same as the fate of the Bengals: what was once among the most exciting and feared pass offenses in the league now ranks dead last.

Rating: Fair.

Winning: The rushing is decent, the passing poor. Run the ball.

49ers. The 49ers have an imaginative offense but still lack the personnel, especially on defense, necessary for respectability. Their pass defense is invisible.

Rating: Poor.

Simulation: Throw the ball—mostly short passes—about twice as often as you call running plays.

Defeating the 49ers: Pass.

Buccaneers. If you can explain this team's dying swan act after a superb year in 1979, let us know. With a quarterback who is more leader than passer, the offense has never been great, and last year's fine defense has become mired in mediocrity. Interestingly, the Bucs throw more often than not; they just don't complete many.

Rating: Fair.

Redskins. Anyone who can remember when the Redskins had an offense can probably recall a time when bread cost 19¢ a loaf and doctors made house calls. The one Redskin strength is pass defense, which is very good indeed, but more than that is needed.

Rating: Below par.

Simulation: Be predictable on offense, imaginative and daring on defense (Blitz, Gambling, even Butkus).

Winning: Be cautious on offense until momentum swings your way; then open up and try to take advantage of it (with more passes, trick plays, and so on).

Defeating the Redskins: Avoid passing.

All-Stars. You cannot meaningfully pit a team of all-stars against a real team; nor can we rate an all-star team very satisfactorily. It is impossible to say how good each aspect of such a group would be if it played together for many weeks under the same coaching system. Generally, the defense has a natural edge in an all-star contest; this is compensated for by a series of rules restricting the defense. Again, TMQ is not really set up for this.

Simulation: Run a two-player game in which the Butkus is prohibited and the Blitz is allowed only in *short-yardage* situations (3rd-and-2, 4th-and-1, or the like).

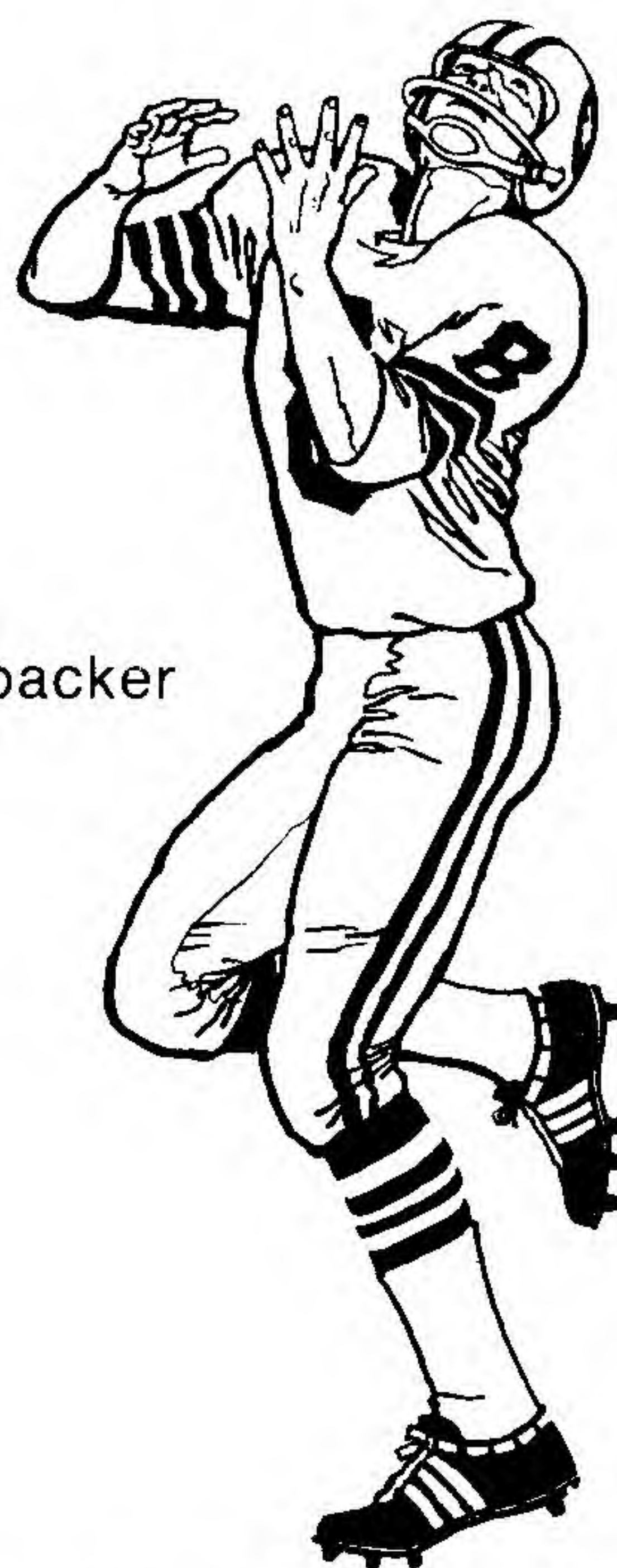
TEAM ROSTERS

Teams trade players with other teams and draft new faces (and bodies) out of college every year. Injuries and retirement remove old names from the roster almost daily.

TMQ allows you to keep up with these changes—or, for that matter, to “undo” trades that didn’t meet with your approval. The process is easy. First type 1 to “Change Player(s).” Then type the number of the team whose roster you wish to change. (You’ll need the ENTER/RETURN key here.) When the names of the players are displayed, type the *number* of the player that must be changed and then, when prompted, type in the name of the replacement. (Again, in both cases you must press the ENTER/RETURN key.)

Please be sure you are replacing the right player, or you will get your new quarterback playing defensive tackle or something equally inappropriate. The players are listed in the following order:

- | | |
|------------------|-------------------------------|
| 1. Quarterback | 14. Cornerback |
| 2. Halfback | 15. Cornerback |
| 3. Fullback | 16. Linebacker |
| 4. Tight End | 17. Linebacker |
| 5. Wide Receiver | 18. Linebacker |
| 6. Wide Receiver | 19. Def. Tackle or Linebacker |
| 7. Tackle | 20. Defensive Tackle |
| 8. Tackle | 21. Defensive End |
| 9. Guard | 22. Defensive End |
| 10. Guard | 23. Punter |
| 11. Center | 24. Kicker |
| 12. Safety | 25. Punt Returner |
| 13. Safety | 26. Kick Returner |



The first 11 are the offense; 12-22 are the defense; 23-26 are special team players. *Important:* none of the first 22 players should have exactly the same name. (Players 23-26 *can* be duplicated; they may even have the same name as one of the first 22. They may even be the same players.)

Continue the process of change/replacement as long as you wish. Typing 0 (zero) at any point will take you back to the previous step.

When you're back to your basic three choices, picking #3 will take you back to the four options with which we began our tour of TMQ.

Substitutes. The list of subs is intended to be a bit of comic relief. If you don't like our brand of humor, you are free to roll your own. Replacing substitute names is just like replacing team player names, except that you are not limited to real football players—or real people—just your imagination.

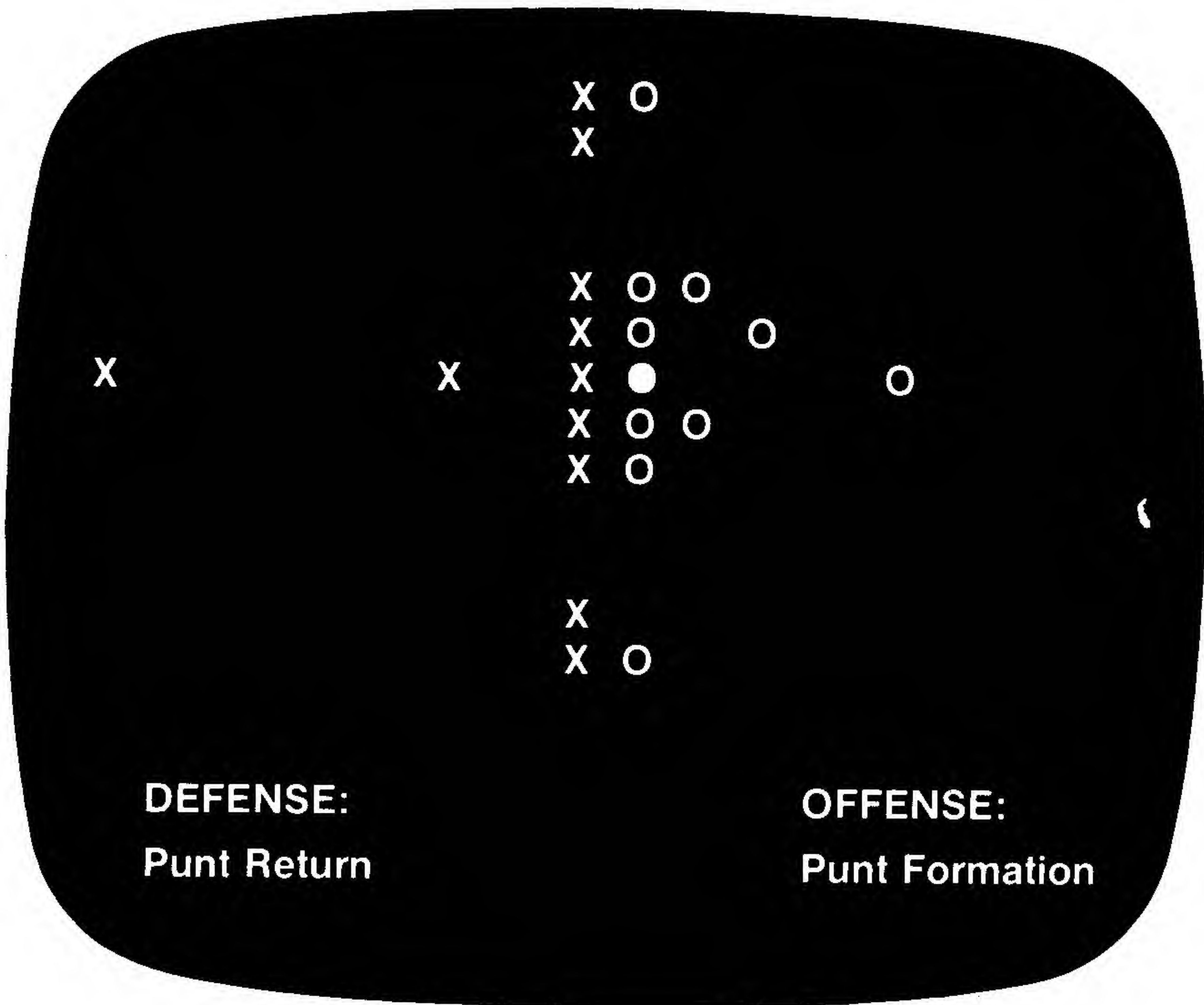


Diagram 5.

Glossary

Accept (or Take) the Penalty. Allow the penalty (and not the play) to count. Opposite of *Decline*. See also the *Officials & Penalties* section of *AN INTRODUCTION TO FOOTBALL*.

Back. (1) A player whose starting position is generally behind (in *back* of) the linemen (and, on defense, behind the “linebackers,” as well). On defense, backs include cornerbacks and safeties. On offense, a back may be a quarterback, running back (halfback or fullback), or, technically (although not in common parlance), a flanker (see *Wide Receiver*). (2) In a direction away from the line of scrimmage—usually used to describe the motion of a quarterback as he prepares to pass: e.g., “drops back,” “fades back,” and so forth.

Backfield. (1) The area behind the offensive line. (2) The players who line up in this area: the offensive backs, particularly the running backs.

Blitz. A tactic in which one of the defensive players (most commonly a linebacker) who does not ordinarily rush the passer does so. The idea is to surprise the blockers and either “sack” the quarterback or hurry his throw (forcing an incompleteness).

Blocking. Knocking defensive players down or otherwise preventing them from tackling the man carrying the ball. There are restrictions on what actions are permitted. (See *Clipping* and *Holding* for examples of illegal activities.)

Bomb. A long (30-50 yards) pass.

Bounds. The boundaries or limits of the playing field (the sidelines and the back lines of the end zones).

Center. (1) The offensive lineman who takes the ball at the line of scrimmage and hands or tosses it backwards between his legs to the quarterback (or, on occasion, to the punter or holder). (2) To transfer (“snap”) the ball in such a manner to begin the play.

Clipping. Blocking from behind (unless it is done at the line of scrimmage very close to where the ball was snapped—i.e., “in the trenches”). This is dangerous and illegal and, if detected by an official, causes a clipping penalty of 15 yards.

Conversion. Kicking the ball between the goal posts (above the “crossbar” and between the “uprights”) after a touchdown. This gives the scoring team an “extra point.”

Cornerback. One of two defensive backs—generally the smallest and quickest of the defensive players—whose primary responsibility is pass defense. Since they usually line up directly across the line of scrimmage from the wide receivers, the cornerbacks are the front “corners” of the defensive formation.

Decline the Penalty. Allow the play (and not the penalty) to count. Opposite of *Accept*.

Defense. (1) The eleven-man portion of a team that plays when the opposing team has the ball. (2) The strategy or play of this defensive “team.”

Down. (1) A play, one of four “turns” allowed the team with the ball to go at least ten yards (at which time they get another series of four tries (downs) to go ten more yards). (2) Tackled, stopped: when the ball carrier is “down,” the “down” (in the first sense) is over. (3) A redundant term (in the phrase, “down linemen”) used to distinguish defensive linemen (who begin plays with their hands “down” on the ground) from linebackers and defensive backs, who stand or crouch.

Draft. A procedure, unconstitutional but legal, that gives some or all of one person’s rights to another. In football parlance, the term applies to the activities that take place at an annual meeting of the NFL team owners (or their representatives) by which they allocate the exclusive right to negotiate with a number of college seniors for their future NFL services. For a specified number of rounds (currently twelve), each team in turn, beginning with the team with the worst record the previous year (disregarding trades of “draft choices”), “drafts” a player they wish to have playing for them the following year. The football draft is usually considered less onerous than the military draft, since only the rights to a player’s football-playing services are involved, and the player is paid a substantial amount for those services.

Drive. The series of plays or downs during which one team has uninterrupted possession of the ball.

End. A player who, at least in theory, begins play at one end of the line of scrimmage. The two defensive ends are linemen. On offense, there is usually a tight end and a split end (better known now as a “wide receiver”).

End Zone. An area extending ten yards behind each goal line. No play may start with the ball in the end zone, but it is a legal area for the play of the game. The back of the end zone is the outer limit of play.

Extra Point. See *Conversion*.

Fair Catch. An agreement signalled by someone about to catch a punt that he will not run with the ball if no one will tackle him. This extraordinarily civilized feature is the NFL equivalent of a truce flag. (A fair catch is not possible on a kickoff or pass play.)

Field Goal. A scoring play worth three points. (It is similar to a *conversion (extra point)* except that it does not follow a touchdown. In fact, it is something of a “consolation prize,” so to speak, attempted when the offense *fails* to make a touchdown.) It is performed from a distinctive formation in which nine offensive players form a tightly bunched line along the line of scrimmage. The center snaps the ball to one player (the holder), who catches the ball and balances it on end on the ground. The kicker then steps forward and tries to kick the ball between the goal posts (above the “crossbar” and between the “uprights”).

First Down. The first in a series of (at most) four tries, or plays, allowed the offense to advance the ball 10 yards. If they succeed in “making” at least 10 yards, they are said to have “made a first down,” and the cycle begins anew.

Flag. A yellow handkerchief carried by each official and thrown to the ground whenever a penalty is detected. Loosely, therefore, a penalty.

Flea Flicker. A complicated play in which the ball changes hands several times, especially if it culminates in a pass. In TMQ, a *Trick Play*.

Fourth Down. The last chance—the final play—for the offense to gain the remainder of the 10 yards needed to make a first down. A failure to gain the requisite yardage on fourth down gives the ball to the other team at the line of scrimmage. Consequently, most teams punt or attempt a field goal on fourth down.

Fullback. An obsolescent term for the bigger, slower running back. In the I-formation, he is the middle back (the “up” back or “short” man). Generally, the fullback blocks more and carries the ball less than the halfback.

Fumble. (1) An involuntary loss of the football caused by hard tackling or careless ball handling. (Dropping the ball because of contact with the ground is not a fumble; nor is dropping a pass, unless the receiver has “established possession:” gained control of the ball long enough to perform “acts common to the game of football.”) (2) To so lose the football. (3) The loose, fumbled football (as in “he recovered the fumble”).

Game-Breaker. (1) A play (e.g., *The Bomb*) that goes for long yardage, scoring or setting up a touchdown; one that “turns the game around” or “breaks open” a tight game. (2) A player—a fast running back or wide receiver—capable of making such plays often.

Goal Line. (1) The 0-yard line (although it is *never* called that). *All* scoring involves crossing the goal line in some fashion. (2) A “short-yardage” defense commonly employed near the goal line. (See THE DEFENSES under *HOW TO PLAY*.)

Goal to Go. A situation in which it is impossible to make a first down without scoring a touchdown; i.e., what happens when you make a first down between the other team’s 10-yard line and its goal line.

Guard. Either of the offensive linemen who line up between the center and a tackle. Sometimes the middle man in a 3- or 5-man *defensive* line is called a “middle guard,” although the silly terms “nose tackle” or (even worse) “nose guard” are now in vogue for the position.

Halfback. An obsolescent term for the running back (generally the smaller, quicker one) who carries the ball more and blocks less frequently than the other (the fullback). In the I-formation, he is the tailback (the one farthest from the line of scrimmage).

Holding. On offense, grabbing, pulling, or tackling a defensive player rather than legally blocking him. This is a 10-yard penalty that arises more frequently on pass plays than runs. Defensive holding—a penalty also akin to pass interference, but rarer than either—involves similar actions usually designed to keep a potential pass receiver from getting downfield to catch a pass. Defensive holding is only a 5-yard penalty, but it gives the offense an automatic first down.

Huddle. The gathering of players prior to a play during which the play (or defense) is announced (“called”).

I-Formation. An offensive formation in which the running backs line up behind—rather than next to—each other.

Incomplete. Uncaught (said of a pass).

In Motion. Moving roughly parallel to the line of scrimmage (that is, toward the sidelines rather than toward an end zone) before the ball is snapped and the play begins. The flanker (one of the wide receivers) or a running back is allowed to be in motion; if anyone else on the offensive team is moving when the ball is snapped, it is a penalty (Illegal Motion). The purpose of having a man in motion is to force the defense into last-second adjustments that alter the defensive formation and/or coverage; in theory, this may result in confusing some defenders and/or increasing the success of the offensive play.



Interception. A pass caught by a defensive player rather than the intended receiver.

Interference. Illegally preventing—by bumping, tripping, tackling, etc.—someone from catching a pass. This penalty is usually (although not always) called against the defense, in which case everyone pretends the pass was complete. (At least that's the general result.)

Kickoff. A kicking play that begins each half of the game and follows every touchdown (after the extra point attempt) and field goal. The ball is held upright by a “kicking tee”—similar in function, if not shape, to a golf tee—on the ground at the kicking team's 35-yard line, from which it is kicked downfield to the receiving team. Like a punt, it is a transfer of the ball from one team to the other. However, aside from the method, there are two other important differences between a punt and a kickoff. First, on a kickoff, the ball becomes a “free ball” after it travels ten yards downfield; anyone on either team can take possession of it. Therefore, there cannot be a *fair catch* of a kickoff. Second, the kicking team is penalized 5 yards if the kickoff goes out of bounds—and must kick again, whereas a punt may quite legally go out of bounds.

Lateral. A toss or throw of the football sideways or backwards. The football may be lateraled any number of times on any play, but an “incomplete” lateral is in fact a *fumble*.

Linebacker. A defensive player generally intermediate in size, speed, position, and responsibilities between defensive linemen and defensive backs. There are three linebackers in a standard 4-3 defense and four linebackers in a 3-4.

Linemen. Generally speaking (with the exception of offensive ends and, sometimes, defensive backs or linebackers), any player lining up along the line of scrimmage. Specifically, an offensive center, guard, or tackle, or a defensive tackle or end. Linemen tend to be the biggest players on a team. All linemen start a play with at least one hand on the ground. With the general exception of the quarterback, who gets to throw the ball, the five offensive linemen are the only ones who are not allowed to catch a pass. (They are “ineligible receivers.”)

Line of Scrimmage. An imaginary line running from the resting place of the football to the sidelines, along which linemen line up to begin a new play; the dividing line between the offensive and defensive teams before the snap of the football.

Man-to-Man Defense. A form of pass coverage in which a defensive back follows a particular offensive back or receiver, wherever he goes, to prevent him from catching a pass (or to tackle him if he manages to get the ball, anyway). The opposite of a *Zone Defense*.

Nickel. A defense geared to prevent pass completions (especially long or “deep” ones), so called for the presence of five defensive backs.

Offense. (1) The team holding/carrying/possessing the ball. (2) The strategy or play of the team with the ball. (Compare *Defense*.)

Offsides. A 5-yard penalty called whenever a player is across (on the wrong side of) the line of scrimmage when the ball is snapped and the play starts: that is, when a member of the offensive team is on the defensive side of the line, and vice versa.

Onside Kick. A short kickoff that is designed to be recovered (fallen on) by the kicking team as soon as it has traveled the legally required 10 yards. An onside kick is usually attempted only late in the game when the kicking team is losing and trying to catch up.

Option. A play in which the ball carrier, generally the quarterback or a running back, may, depending on the defensive formation and pass coverage, try to pass the ball to a receiver downfield or, instead, keep the ball himself and run with it.

Out of Bounds. Beyond the end (end zones) or, especially, side (sidelines) boundaries of the football field. If the ball or ball carrier goes out of bounds, the play is over. Passes may not be completed (legally caught) if the receiver has one or both feet out of bounds. (The college rule is slightly different.)

Pass. A toss or throw of the football from one offensive player to another in a forward direction (that is, toward the opponents' goal line). There are a number of restrictions on passes: the ball can be thrown by anyone but can only be caught by a back or an end (a group which includes "wide receivers"); a pass can only be thrown from behind the line of scrimmage; the ball can only be passed once per play. A pass is "complete" if it is caught by an offensive player and "intercepted" if it is caught by a defensive player (in which case the team that was on defense gains possession of the ball and "goes on offense"). A pass that no one catches is "incomplete." (It is not a fumble and cannot be recovered.) The line of scrimmage does not change following an incomplete pass. A pass is also called a "forward pass," although this is redundant: if it isn't "forward," it isn't a "pass;" a sideways or backwards throw is a lateral.

Pass Interference. See *Interference*.

Penalties. (1) Violations of the rules of the game. (2) The punishments assessed for such violations. See *Officials & Penalties* under *AN INTRODUCTION TO FOOTBALL*.

Personal Foul. A catch-all term for any of a series of dangerous actions (Unnecessary Roughness, Roughing the Passer, etc.) carrying a 15-yard penalty.

"Prevent". A term used (or misused) to describe any defensive formation designed to "prevent" the completion of long passes (e.g., *The Bomb*) by using more defensive backs than usual and stationing them farther away from the line of scrimmage ("deeper") than would otherwise be the case. The *Nickel* is a mild form of "prevent" defense and one of the few that is reasonably effective. More typically, only three linemen rush the passer, while two or three linebackers and five or six defensive backs drop into some form of pass coverage. Since the five offensive linemen rarely have trouble blocking the three defensive linemen, the quarterback is allowed to wait patiently until one of his backs or receivers gets "open" (away from pass defenders), at which point, if passer and receiver are competent, the pass is thrown and completed. The common use of the "prevent" defense in the last two minutes of a half readily explains why so many points are scored during that time. Why coaches persist in using the conventional "prevent" when it so rarely prevents the offense from scoring is one of the great mysteries of professional football.

Pull. To leave the starting position at the line of scrimmage, turn, run to the side (around the end, for example), and attempt to block someone other than the defensive player originally closest; an action of an offensive lineman, most commonly a guard. When executed inside the end, “pulling” characterizes a style of offensive line play called “trap blocking.”

Punt. A non-scoring kick performed almost exclusively on fourth down by which the (former) offensive team transfers possession of the ball to the (former) defensive team. Although the offensive team thereby gives up the chance of making a first down via a run or pass on the play, surrendering the ball in this fashion forces the receiving team to begin its offensive series (its *drive*) much farther away. Unless it is caught and run out, a punt that goes into the end zone causes a *touchback*.

Quarterback. The player who is handed (or, in the *shotgun*, thrown) the ball by the center to start the play. He is the focal point of the offense, the chief passer and ball handler. Generally, the quarterback is the most famous, most praised, most maligned, and most well-paid player on the team.

Receiver. (1) A *wide receiver* or, more generally, any offensive player (running back, tight end, or wide receiver) eligible (legally allowed) to catch a pass. (2) The player who catches a pass.

Recover. To take (or retake) possession of a fumble; in other words, to grab and hold onto a loose ball.

Run. To advance the ball (or try to) by carrying it rather than throwing it. The opposite of *pass*.

Running Back. One of generally two offensive players whose primary job is to run with (carry) the football. Generally they are the players who line up behind the quarterback. Running backs were formerly—and to some degree are currently—divided into two types: halfbacks and fullbacks.

Rush. To run forward to harass, hurry, or tackle (*sack*) the quarterback. One of the primary jobs of defensive linemen is to rush the quarterback.

Sack. Tackle the quarterback behind the line of scrimmage while he is trying to pass.

Safety. (1) One of two defensive backs—the strong safety and the free safety—who are the deepest (farthest back) players in a defensive formation. Their primary responsibility is usually the prevention of long pass completions. Typically, safeties are slower and/or surer tacklers than cornerbacks. The “strong” safety is at

least nominally responsible for covering the tight end. (2) An unusual scoring play worth two points. It is scored by the *defensive* team if the ball carrier is tackled in *his own* zone (provided it was the offensive team which brought the ball there). On the following play, the (former) offensive team must kick off or punt from its own 20-yard line to the (former) defensive team.

Screen (Pass). A short pass thrown usually to a back in “the flat” (an area just behind the line of scrimmage and toward either sideline). The term is derived from the offensive linemen who, after halfheartedly blocking the defensive linemen rushing the quarterback, run over and form a screen (a visible protective shield, so to speak) around the receiver.

Secondary. The group of defensive backs. (The Gowdyism “secondary back” is, therefore, redundant . . . but what can you expect from someone who cannot pronounce any name more complicated than “Smith?”)

Shotgun. An offensive formation in which the quarterback lines up 7-10 yards behind the line of scrimmage, behind and between the running backs. (This closely resembles what used to be called a “short punt” formation.) Introduced into contemporary pro football by Dallas, this passing formation is used only on “sure passing situations” (second- or third-and-long), when the yardage required for a first down is too much to get running the ball.

Snap. The transfer of the ball from the center to the quarterback—or, on occasion, the holder or punter. This starts the play.

Special Teams. The players on the field during punts, kickoffs, field goals, and extra points.

Take (the Penalty). See *Accept*.

Team. (1) All of the players wearing the same uniform; one of the two groups of players competing in a game; also called a “squad.” (2) The subgroup of eleven players on one side who are on the field at the same time (for example, the offensive team).

Tight End. An offensive player who usually lines up just outside a tackle. Although he acts in many respects like a lineman (spending most of his time blocking), he is an eligible receiver: he can catch passes.

Touchback. A *non*-scoring action that occurs when the receiving (or intercepting) team “downs” the ball in their own end zone (declining to advance it or “run it out”) following a kickoff or punt (or interception) or when a kickoff or punt travels out of bounds beyond the receiving team’s end zone. Following a touchback, the receiving team begins play on their own 20-yard line.



SUMMARY OF PLAY

Now you can coach your own professional football team in **Tuesday Morning Quarterback**. The outcome of the game depends on whether you can outwit your computer opponent or your friend by calling the best plays. After kickoff, you will need skill and strategy to fight for every yard. You can get started right away with the basics on this card; the Player's Handbook explains everything in greater detail.

First, locate the special instructions on How To Load your particular computer version, and follow these directions. If, *after* reading the instruction sheet, you have a problem loading the game, our Customer Service Department will be happy to help you.

When the game is loaded, you will be presented with four options: Kicking Practice, Playing Football, Update Team Rosters, and Hit the Showers.

Kicking Practice gives you two choices—practicing punts or field goals. To punt, you activate the ball by pressing the space bar. The ball will “fall” down the screen, and you “kick” it by pressing the space bar again. How far the ball travels depends upon your timing, i.e., how far down the ball falls before you kick it.

With field goals, you have the option of Auto or Manual. Auto allows the computer to determine the distance; Manual allows you to determine it by typing in the yardage. To activate the ball, press the space bar. This time, a fast-moving dot (your “foot”) will zoom from left to right along the bottom of the screen. You need to line up the dot, the ball, and the center of the goal posts. Tapping the space bar again stops the dot and launches the kick.

Playing Football is the nitty gritty of the game. You will be asked how many people are playing (1, you play the computer; 2, you play a friend); the length of a quarter (1 to 15 minutes); and the team you want to captain (type in the appropriate team number). The first (or only) player gets to call the coin toss (type H or T) and, if correct, chooses whether to kick off or receive (type K or R).

After kickoff, the game settles into its basic pattern of selecting offense versus selecting defense. (The options are listed on the other side of this card.) If you are playing against the computer, you will be shown the list of options appropriate to your side only. If you are playing a friend, both players' options will be shown. The *defensive* player always goes first. (The offensive player should not peek—we promise that the computer doesn't!) You have 30 seconds to make your choice, or you'll be penalized 5 yards for Delay of Game.

To call time out, press T immediately after a play. (In a two-person game, the Second Captain must type O.) To recover a fumble, press R as fast as you can (Second Captain presses P).

Update Team Rosters allows you to change the players on a particular team. You type in 1 to “Change Player(s),” the number of the *team* whose roster you wish to change, then the number of the *player* you want altered, and finally, when prompted, the name of the player.

Hit the Showers simply ends the program.

TUESDAY MORNING QUARTERBACK 1982 UPDATED STATISTICS

Tuesday Morning Quarterback was originally developed during the 1980 football season, and the characteristics of the teams and the individual players were based on their performance at that time.

In this version, 1982 preseason statistics have been substituted for the older set. No longer, for example, do the 49'ers "lack the personnel, especially on defense, necessary for respectability". Their play in *TMQ* is that of the Super Bowl stars they are. The other teams have also been adjusted accordingly.

The reverse side of this card gives you a summary of play. The Player's Handbook gives a concise summary of the basic facts of football, the expanded details for playing *TMQ*, and a glossary of football terminology.

Get ready for the kick-off!

HOW TO LOAD
TUESDAY MORNING QUARTERBACK
DUAL FORMAT DISK

The enclosed disk contains two versions of Tuesday Morning Quarterback; side A has the Apple version, side B the TRS-80 version. This instruction sheet explains how to load the disk. For instructions on how to play the game, read the enclosed rule book.

READ ALL THE INSTRUCTIONS LISTED UNDER YOUR COMPUTER TYPE BEFORE ATTEMPTING TO LOAD IT.

TRS-80

The minimum configuration for this program is 48K with TRSDOS. To run this program on the Model III you need to use the TRSDOS conversion utility found in the TRSDOS manual. Model I, Level II users don't need to do anything extra.

1. Power up your machine with the disk in drive 0, TRS-80 - "side up."
2. When DOS READY appears, type BASIC and hit the "Enter" key.
3. When the prompt, NUMBER OF FILES?, appears, simply hit the "Enter" key.
4. When the prompt, MEMORY SIZE?, appears, type 65250 and hit the "Enter" key.
5. Type RUN"STARTUP" and hit the "Enter" key. Then follow the directions in the Player's Handbook.

APPLE

Minimum system configuration for this program is 48K RAM with APPLESOFT in ROM (or on a language card) and 1 disk drive. This is a 16 sector disk!!

1. Insert the disk Apple side up, and simply boot the system.
2. For the second and successive playings, just type RUN. You do not need to reboot.

You may find it necessary to power down before and/or after your playing session.

THE ENCLOSED DISK IS PROTECTED FROM COPYING. YOU WILL BE UNABLE TO MAKE EXECUTABLE COPIES!!!